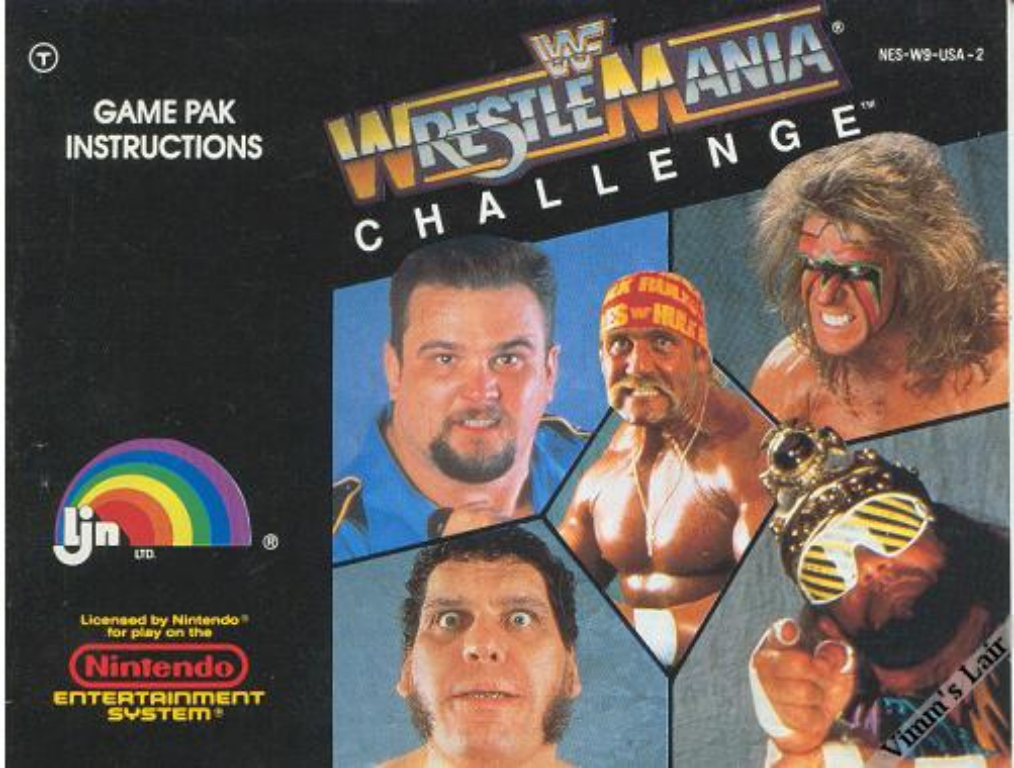
Special thanks
to

SolidSnake

for contributing
this manual



You step into the ring as the cheers of the crowd reach a deafening level. Excitement crackles through the air like electricity. All the WWF greats are here, from Macho King Randy Savage and Andre the Giant to Hulk Hogan and Ultimate Warrior. They're ready to present you with the ultimate challenge – the WrestleMania Challenge!

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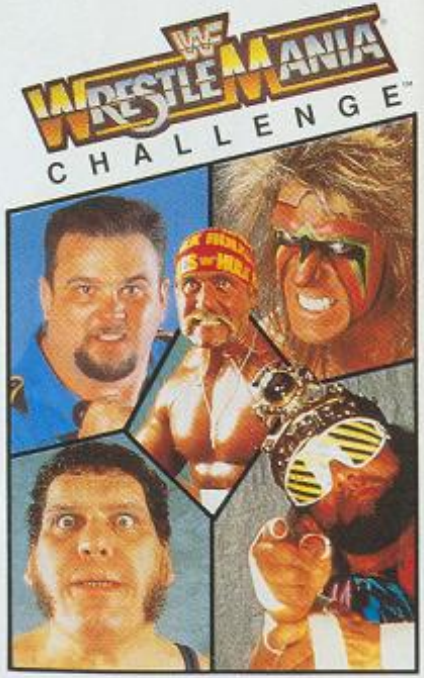

ARE YOU UP TO THE CHALLENGE?

Are you ready to take on eight of the most powerful and formidable wrestlers the world has ever known?

Because they're ready to take *you* on!

Brutus Beefcake wants to send you to dreamland with his sleeperhold, after which you may be faced with a very "Rude Awakening" courtesy of Ravishing Rick Rude. Big Boss Man and Andre the Giant are ready to hurl their massive bodies into action, while Hacksaw Jim Duggan has more crafty strategies at his disposal than you can shake a 2x4 at! And you won't believe the raw power and muscle behind mat superstars Macho King Randy Savage, Ultimate Warrior, and Hulk Hogan!

No matter which way you play, all the excitement of WWF wrestling will be in your hands. Fly through the air as you deliver a picture-perfect dropkick. Feel the mat tremble as you suplex your opponent to the canvas. Experience the thrill of a victory over one of the WWF's most awesome athletes!

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PRE-MATCH PREPARATION

LOADING

1. Make sure the power switch is OFF.
2. Insert the WWF WrestleMania Challenge cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch ON.

To start, press the START BUTTON.

TAKING THE WRESTLEMANIA CHALLENGE

WWF WrestleMania Challenge gives you eight exciting ways to wrestle. Single-player action allows you to wrestle all eight WWF stars in turn or become a WWF star yourself and take on the others! Two players can wrestle each other, or they can team up

to tackle four of the toughest tag teams ever to step into the squared circle!

Press the START BUTTON to reveal the SELECTION SCREEN.

Use the LEFT and RIGHT ARROWS to choose one of the following game variations:

- **One player vs. computer**
- **Player vs. player**
- **Two players vs. computer**

When the arrow on the screen is pointing to your selection, press the A or B Button.

ONE PLAYER VS. COMPUTER

There are four ways for one player to take on the computer:

1. EIGHT-MAN TOURNAMENT

In this version, YOU take on all *eight* WWF superstars, one after another, starting with Brutus "The Barber" Beefcake.

2. ONE-ON-ONE ACTION

You pick the wrestler you want to be, then choose your opponent.

3. TAG TEAM ACTION

Here, you control both wrestlers in a tag team and take on a team selected by the computer.

4. SURVIVOR SERIES

In one of wrestling's most grueling contests, you choose a three-man team to take on three computer-selected wrestlers in a challenging

Vinnie's Lair

elimination bout. (See *Survivor Series Rules*, page 7.)

PLAYER VS. PLAYER

There are three ways to wrestle player against player:

1. ONE-ON-ONE ACTION

Each player selects a WWF star and you face off in a standard match.

2. TAG TEAM ACTION

Each player chooses a pair of wrestlers for exciting two-on-two action.

3. SURVIVOR SERIES

Here, each player captains a three-man squad in a thrilling Survivor Series elimination bout. (See *Survivor Series Rules*.)

TWO PLAYERS VS. COMPUTER

In this challenging tournament, *both players join forces* to form a team that takes on four other super-charged WWF duos.

SURVIVOR SERIES® AND TAG TEAM MATCHES

SURVIVOR SERIES® RULES

The Survivor Series® is a grueling test of ring skill. This three-on-three competition takes the form of an elimination match: When one member of a team is pinned, he is eliminated from further competition. But the match then continues three-on-two. When another man is pinned he is eliminated, and so on. The bout continues until all members of one team are eliminated.

See if you can battle back from a one-on-three disadvantage to become the sole survivor!

TAGGING IN AND OUT

When you're wrestling in a tag team or Survivor Series bout and you want to tag out to your partner, maneuver your man in the ring over to your team's corner. Then press the SELECT BUTTON.

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CHOOSING YOUR MATCH AND WRESTLERS

Once you've selected your game variation, you will be asked to choose your captain.

Use the LEFT and RIGHT ARROWS to cycle through your choice of captains. Lock in your choice by pressing the A or B BUTTON.

Then select the number of wrestlers per team. Use the LEFT and RIGHT ARROWS to choose either *one, two,* or *three* wrestlers per team. The selection screen will describe the type of match that will result from your choice.

When the arrow on the screen is pointing to your choice, press the A or B BUTTON.

If you are wrestling a tag team or Survivor Series match, you will then be asked to choose your

teammates. Use the LEFT and RIGHT ARROWS to scroll through your choice of partners. Lock in your choice or choices by pressing the A or B BUTTON.

NOTE: *In player vs. player mode, players alternate choosing teammates.*

MOVING AROUND THE RING

To move around the ring, use the LEFT, RIGHT, UP and DOWN ARROWS. Pressing *in between* the arrows will allow you to move *diagonally* for a total of eight different directional movements.

ATTACKING

Use the A and B BUTTONS to mount an attack on your opponent.

Tapping the A Button will make your wrestler throw a punch.

Holding down the A BUTTON will result in a second kind of attack maneuver, either a kick, headbutt, big foot or face smash (see Performance Chart).

Two types of attacks are provided by the B BUTTON.

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If you're **facing your opponent,** pushing the B BUTTON causes you to deliver a bodyslam (unless you're the Ultimate Warrior, in which case the move is a power throw).

Pressing the B BUTTON when you're **behind your opponent** results in a specialty move such as a suplex, chokehold, or atomic kneedrop (see Performance Chart).

POWER MOVES

Most wrestlers have special "power moves" that are unleashed by *pressing the A and B BUTTONS together.* In many cases, these moves may also be used from the top of the cornerpost. Refer to the Performance Chart for your wrestler's power move.

CORNERPOST MOVES

To deliver a move from the top of the cornerpost:

1. Maneuver your man to one of the four corners of the ring.
2. While pressing the appropriate DIRECTIONAL ARROW (LEFT for left cornerpost, UP for top cornerpost, and so on), *press A & B together.* Your wrestler will climb to the top of the cornerpost.

3. Once you're at the top, press the A BUTTON to unleash the fury of your cornerpost move on your opponent. If you're in a tag team match and want to attack your opponent's (out-of-ring) teammate from the top of the post, press the B BUTTON. If you want to attack your own partner (hey, loyalty isn't what it used to be!), press A and B together!

NOTE: *While you're in mid-air, you can "steer" your wrestler by using the ARROWS.*

MOVING IN FOR THE PIN

Once you have your opponent down on the canvas, you can continue the attack or move in for the pin.

To continue the attack, press the A BUTTON and your wrestler will deliver a move unique to his own particular skills (see Performance Chart).

To attempt a pin, press the B BUTTON. A pinfall will only be successful if you've weakened your opponent enough so that he can't kick out.

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NOTE: *For offensive moves or pin attempts while your opponent is down, you must have your wrestler positioned above your opponent's waist.*

KEEPING TRACK OF STRENGTH

The strength of each wrestler in the ring is indicated by two energy meters on the sides of the ring apron.

Each wrestler begins the match with his meter completely red. As energy is used up in the match, the meter turns from red to white. Avoiding your opponent and resting will allow you to regain some strength. In a tag team match or Survivor Series bout, the men resting outside the ring will regain strength.

DEFENSIVE WRESTLING

When your opponent is facing you and preparing to unleash his power move, press the A and B BUTTONS *at the same time.* You'll be able to duck out of the way!

When you find yourself knocked to the canvas or locked in an opponent's sleeperhold or

chokehold, press the LEFT and RIGHT ARROWS repeatedly and quickly. If you have enough strength, you'll be able to spring to your feet or break the hold.

KICKING OUT FROM A PIN ATTEMPT

If you have enough strength, you can kick out of your opponent's pin attempt by pressing the LEFT and RIGHT ARROWS repeatedly.

LEAVING THE RING

If you want to leave the ring for a rest, press the A and B BUTTONS, climb to the top of a cornerpost and press the B BUTTON.

Your opponent may follow you to continue the battle on the arena floor, so be careful: Stay out of the ring too long and you'll be counted out of the match!

AVOIDING THE COUNTOUT

There are two ways to lose a match by being counted out of the ring:

1. When you leave the ring and fail to return before the 10-count is complete.
2. When you're in **two players vs. computer** mode and the player outside the ring leaves your designated corner area for longer than a 10-count.

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DON'T GET DISQUALIFIED!

When you're in **two players vs. computer** mode, you run the risk of disqualification when both players are in the ring at the same time. The illegal man in the ring (the wrestler whose image is flashing) has a 10-count to leave the ring and return to his assigned corner.

REMATCHES

After each bout, the computer will ask you if you want a rematch against the same opponent or team.

If you do, press the A or B BUTTON within the allotted five seconds.

RING STRATEGIES TO REMEMBER

1. Keep an eye on the energy meters on the sides of the ring. When your opponent's meter is almost all white (or if you have a significant advantage in power), step up your offensive attack and move in for the pin!
2. When you knock your opponent to the mat, follow up your attack. Don't give him time to get up and turn the momentum in his favor.
3. Vary your attack plan. Remember: A move that works well against one opponent might not be as effective against another.

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THE CHALLENGE IS WAITING

The ring introductions have been made. The sweat is beading up on your forehead. The fans are buzzing in anticipation of the greatest main event in WWF history.

You stare across the ring and glare into the eyes of your opponent – who is glaring right back at you. It's going to be a tough match, perhaps the toughest of your career, but you have training, experience and determination in your corner. You know you're up to the challenge – the WrestleMania Challenge.

There's the opening bell! Now give it all you've got!

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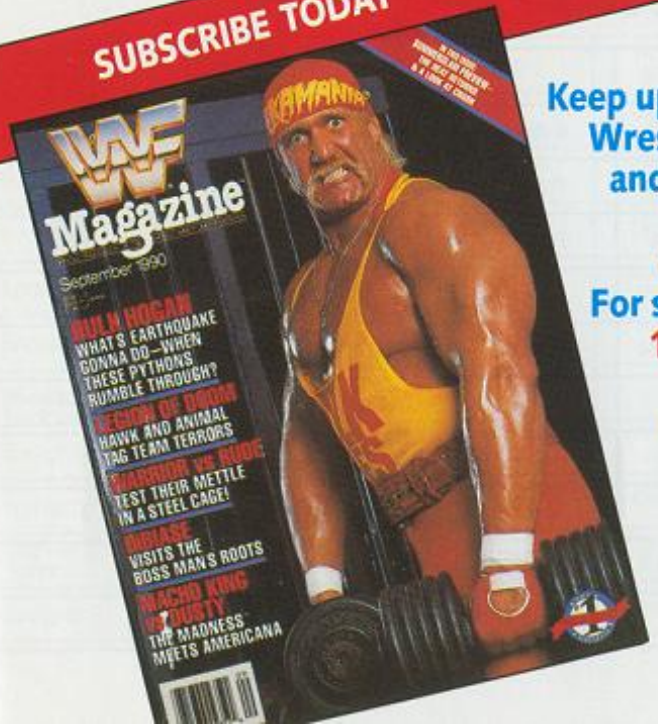

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PERFORMANCE CHART

			BEHIND OPPONENT		FACING OPPONENT	OPPONENT CORNERED	OPPONENT DOWN		POWER MOVE	CORNERPOST MOVE
WWF WRESTLER	A (tap)	A (hold)	B	B then A	B	A+B	A	B	A+B	•
BRUTUS BEEFCAKE	Punch	Headbutt	Sleeperhold	•	Bodyslam	•	Legbomb	Pin	Flying punch	Flying punch
RAVISHING RICK RUDE	Punch	Face smash	RUDE AWAKENING	•	Bodyslam	•	Elbow smash	Pin	Dropkick	Dropkick
BIG BOSS MAN	Punch	Headbutt	Atomic drop	•	Bodyslam	•	Big splash	Pin	Boss Man Buster	Big splash
HACKSAW JIM DUGGAN	Punch	Kick	Suplex	•	Bodyslam	•	Elbow smash	Pin	Three-point Stance	Fistdrop
ANDRE THE GIANT	Punch	Kick	Chokehold	Choke & headbutt	Bodyslam	Reverse squash	Sit on opponent	Pin	•	•
RANDY SAVAGE	Punch	Headbutt	Suplex	•	Bodyslam	•	Knee smash	Pin	Flying elbow	Atomic elbow
HULK HOGAN	Punch	Big Foot	Suplex	•	Bodyslam	•	Elbow smash	Pin	Dropkick	Hulkster splash
ULTIMATE WARRIOR	Punch	Headbutt	Suplex	•	Power throw	•	Elbow smash	Pin	Warrior Wallop	Double Ax
YOU	Punch	Kick	Atomic kneedrop	•	Bodyslam	•	Legdrop	Pin	Dropkick	Dropkick

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HULK HOGAN

6'8" 303 lbs. Venice Beach, California

As powerful as he is popular, Hulk Hogan lives by three ironclad demandments: "Train, say your prayers, and take your vitamins." Millions of Hogan's fans – his Hulkamaniacs – follow those rules too and have twice cheered the "Hulkster" to the highest pinnacle of success: the WWF Championship. Always ready for a challenge, Hogan's ring record is proof that Hulkamania will live forever!

ULTIMATE WARRIOR

6'2" 275 lbs.

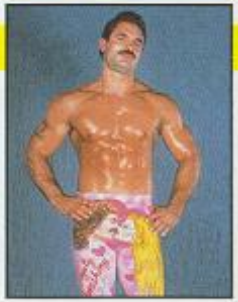
WWF Champion Ultimate Warrior is a massively muscled package of rage, intensity and electricity. He defeated Hulk Hogan to capture the WWF Championship at *WrestleMania VI*. Since then, the Warrior has accepted the challenge of everyone who has gone for the belt and in rapid fashion has defeated all comers!

BRUTUS "THE BARBER" BEEFCAKE

6'4" 271 lbs. San Francisco, California

Brutus "The Barber" Beefcake has built his reputation by cutting and strutting his way around the WWF. After the Barber renders his opponents unconscious with the sleeperhold, Beefcake snips their hair off with his "barber shears."

RAVISHING RICK RUDE



6'3" 251 lbs. Robbinsdale, Minnesota

Master of the Rude Awakening neckbreaker, Ravishing Rick Rude, managed by Bobby "The Brain" Heenan, is one of the most formidable athletes in all of the World Wrestling Federation. He possesses arguably the finest physique in the WWF. Many people regard the Ravishing One as a major contender for *any* WWF title.

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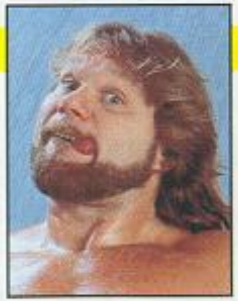
MACHO KING RANDY SAVAGE

6'2" 245 lbs. Sarasota, Florida

Ruler of the Kingdom of the Madness, Macho King Randy Savage is the WWF's one and only king. A master of ruggedness and durability, the Macho King won the WWF Championship by winning four times in the *WrestleMania IV* tournament.

HACKSAW JIM DUGGAN



6'4" 280 lbs. Glens Falls, NY

Hacksaw Jim Duggan is a rough and tough individual who never backs down from a fight. Duggan has gone up against the biggest athletes in the WWF, and because of his physical capability and never-say-die determination, Hacksaw has always proved himself a winner against such foes.

BIG BOSS MAN

6'6" 357 lbs. Cobb County, Georgia

A man who puts integrity and morality on the same level of importance as life itself, the Big Boss Man stands by the laws of the land and punishes those who choose to disregard them. This Georgia lawman makes no bones about it: You break the law, and you pay!

ANDRE THE GIANT

7'4" 520 lbs. Grenoble, French Alps

To see Andre is to know why he is called "The Eighth Wonder of the World." If the term "gargantuan" were to fit a human, it fits him. He doesn't step through the ropes to get into the ring, he steps *over* them! Andre is not only the largest wrestler in the WWF, he is arguably the most menacing.

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WRESTLER:
HULK HOGAN

MOVE	CONTROLLER	NOTES
PUNCH	A	Tap button
BIG FOOT	A	Hold button
BODYSLAM	B	While facing opponent
SUPLEX	B	While behind opponent
ELBOW SMASH	A	While opponent down
DROPKICK	A + B	Power move
HULKSTER SPLASH	A	From cornerpost (See cornerpost moves)
PIN ATTEMPT	B	While opponent down (See pin rules)

WRESTLER:
ULTIMATE WARRIOR

MOVE	CONTROLLER	NOTES
PUNCH	A	Tap button
HEADBUTT	A	Hold button
POWER THROW	B	While facing opponent
SUPLEX	B	While behind opponent
ELBOW SMASH	A	While opponent down
WARRIOR WALLOP	A + B	Power move
DOUBLE AX	A	From cornerpost (See cornerpost moves)
PIN ATTEMPT	B	While opponent down (See pin rules)

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WRESTLER:
BRUTUS "THE BARBER" BEEFCAKE

MOVE	CONTROLLER	NOTES
PUNCH	A	Tap button
HEADBUTT	A	Hold button
BODYSLAM	B	While facing opponent
SLEEPERHOLD	B	While behind opponent
LEGBOMB	A	While opponent down
FLYING PUNCH	A + B	Power move
FLYING PUNCH	A	From cornerpost (See cornerpost moves)
PIN ATTEMPT	B	While opponent down (See pin rules)

WRESTLER:
RAVISHING RICK RUDE

MOVE	CONTROLLER	NOTES
PUNCH	A	Tap button
FACE SMASH	A	Hold button
BODYSLAM	B	While facing opponent
RUDE AWAKENING	B	While behind opponent
ELBOW SMASH	A	While opponent down
DROPKICK	A + B	Power move
DROPKICK	A	From cornerpost (See cornerpost moves)
PIN ATTEMPT	B	While opponent down (See pin rules)

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WRESTLER:
MACHO KING RANDY SAVAGE

MOVE	CONTROLLER	NOTES
PUNCH	A	Tap button
HEADBUTT	A	Hold button
BODYSLAM	B	While facing opponent
SUPLEX	B	While behind opponent
KNEE SMASH	A	While opponent down
ATOMIC ELBOW	A + B	Power move
FLYING ELBOW	A	From cornerpost (See cornerpost moves)
PIN ATTEMPT	B	While opponent down (See pin rules)

WRESTLER:
HACKSAW JIM DUGGAN

MOVE	CONTROLLER	NOTES
PUNCH	A	Tap button
KICK	A	Hold button
BODYSLAM	B	While facing opponent
SUPLEX	B	While behind opponent
ELBOW SMASH	A	While opponent down
THREE-POINT STANCE	A + B	Power move
FISTDROP	A	From cornerpost (See cornerpost moves)
PIN ATTEMPT	B	While opponent down (See pin rules)

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WRESTLER:
BIG BOSS MAN

MOVE	CONTROLLER	NOTES
PUNCH	A	Tap button
HEADBUTT	A	Hold button
BODYSLAM	B	While facing opponent
ATOMIC DROP	B	While behind opponent
BIG SPLASH	A	While opponent down
BOSS MAN BUSTER	A + B	Power move
BIG SPLASH	A	From cornerpost (See cornerpost moves)
PIN ATTEMPT	B	While opponent down (See pin rules)

WRESTLER:
ANDRE THE GIANT

MOVE	CONTROLLER	NOTES
PUNCH	A	Tap button
KICK	A	Hold button
BODYSLAM	B	While facing opponent
CHOKEHOLD	B	While behind opponent
CHOKE & HEADBUTT	B then A	While behind opponent
REVERSE SQUASH	A + B	While opponent cornered
SIT ON OPPONENT	A	While opponent down
PIN ATTEMPT	B	While opponent down (See pin rules)

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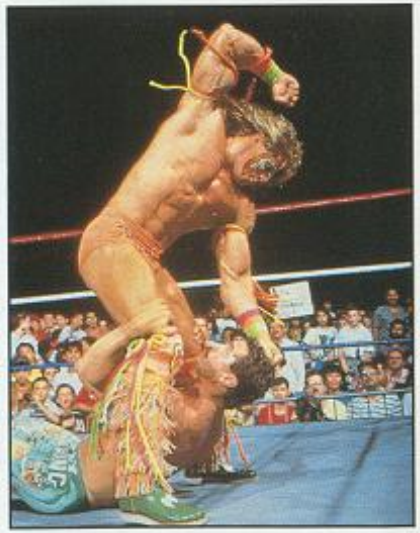
WRESTLER:
YOU

MOVE	CONTROLLER	NOTES
PUNCH	A	Tap button
KICK	A	Hold button
BODYSLAM	B	While facing opponent
ATOMIC DROP	B	While behind opponent
LEGDROP	A	While opponent down
DROPKICK	A + B	Power move
DROPKICK	A	From cornerpost (See cornerpost moves)
PIN ATTEMPT	B	While opponent down (See pin rules)

WWF TRIVIA QUESTIONS

1. What is the title of Macho King Randy Savage's theme music?
2. Ultimate Warrior captured his first WWF Intercontinental Title with a win over what WWF superstar?
3. Big Boss Man has how many stripes on the sleeve of his prison guard uniform?
4. Andre the Giant attempted to give his WWF Championship Belt to what WWF superstar?
5. Ravishing Rick Rude defeated what WWF superstar to win the Intercontinental Championship at *WrestleMania V*?
6. What was the name of the character played by Hulk Hogan in the motion picture *No Holds Barred*?



1. Pomp and Circumstance 2. Honky Tonk Man 3. Three 4. Million Dollar Man Ted Dibiase 5. Ultimate Warrior 6. Rip

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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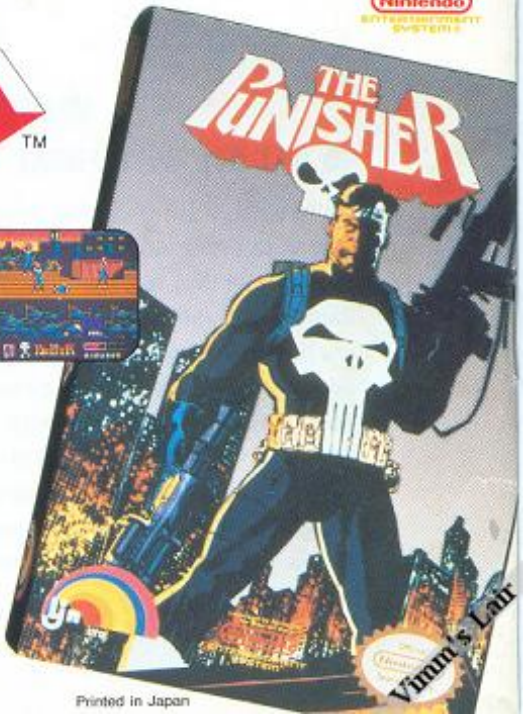

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